

**CSE 3105/CSE 3137**

**OBJECT ORIENTED ANALYSIS AND DESIGN**

**FALL 2020**

**COURSE PROJECT: *<Project Title>***

***Requirements Analysis Document***

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*4 October 2020*

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# Introduction

<The purpose of this section is to provide a brief overview of the function of the system and the reasons for its development, its scope, and references to the development context (e.g., reference to the problem statement written by the client, references to existing systems, feasibility studies). The introduction also includes the objectives and success criteria of the project.>

Step 3 activity

# Current System

<The second section, Current system, describes the current state of affairs. If the new  
system will replace an existing system, this section describes the functionality and the problems of the current system. Otherwise, this section describes how the tasks supported by the new  
system are accomplished now.>

Step 3 activity

# Proposed System

<The third section, *Proposed system,* documents the requirements elicitation and the  
analysis model of the new system. It is divided into four subsections:>

## Overview

<Overview presents a functional overview of the system.>

Step 3 activity

## Functional Requirements

<Functional requirements section describes the high-level functionality of the system.>

Step 3 activity

## Nonfunctional Requirements

<Non-functional requirements section describes user-level requirements that are not directly related to functionality. This includes usability, reliability, performance, supportability, implementation, interface, operational, packaging, and legal requirements. See Table 4.3 in your book.>

Step 3 activity

## System Models

### Scenarios

Step 3 activity

### Use Case Model

Step 3 activity

### Object Model

<Object model section documents in detail all the objects we identified, their  
attributes, and, operations. As each object is described with textual definitions, relationships among objects are illustrated with class diagrams.>

Step 5 activity

### Dynamic Models

<Dynamic models section documents the behavior of the object model in terms  
of state machine diagrams and sequence diagrams. Although this information is redundant with  
the use case model, dynamic models enable us to represent more precisely complex behaviors,  
including use cases involving many actors.>

Step 5 activity

### User Interface Mock-ups

<Mock-ups illustrating the user interface of the system and navigational paths representing the sequence of screens.>

Step 4 activity

# Glossary

<We also maintain a glossary of important terms, to ensure consistency in the specification and to ensure that we use the client’s terms. We explain the application domain concepts that need to be defined precisely, as these terms could have a different interpretation in other contexts.>

Step 3, 4 and 5 activity